

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1-4. (Canceled)

5. (Currently Amended) A game system performing image generation, comprising:

a memory which stores a program and data for image generating; and

at least one processor which is connected to the memory and performs processing for image generating, the processor comprising:

a geometry-processing section which performs three-dimensional perspective transformation on an object being set in an object space specified in a three-dimensional space including calculation of three-dimensional shape data for the object;

an intermediate buffer drawing section which temporarily draws an image of ~~a~~some of ~~a plurality of~~ geometry-processed ~~object~~objects in an intermediate buffer in place of drawing the image in a frame buffer using three-dimensional viewpoint information provided in the three-dimensional object space and the three-dimensional shape data calculated by the geometry-processing section;

a frame buffer drawing section which draws the image of some of the geometry-processed ~~object~~objects drawn in the intermediate buffer from the intermediate buffer and draws the image of remaining ones of the plurality of geometry-processed objects into the frame buffer; and

an image effect section which performs a given image effect processing on the image on the intermediate buffer before the image drawn in the intermediate buffer is drawn in the frame buffer.

6. (Currently Amended) A game system performing image generation, comprising:

a memory which stores a program and data for image generating; and

at least one processor which is connected to the memory and performs processing for image generating, the processor comprising:

a geometry-processing section which performs three-dimensional perspective transformation on an object being set in an object space specified in a three-dimensional space including calculation of three-dimensional shape data for the object;

an intermediate buffer drawing section which temporarily draws an image of a geometry-processed object in an intermediate buffer in place of drawing the image in a frame buffer using three-dimensional viewpoint information provided in the three-dimensional object space and the three-dimensional shape data calculated by the geometry-processing section;

a frame buffer drawing section which draws the image of the geometry-processed object drawn in the intermediate buffer from the intermediate buffer into the frame buffer; and

an image synthesizing section which synthesizes anthe image of the object drawn in the intermediate buffer at a present frame with anothera different representation of the same image drawn in the intermediate buffer at a past frame before the image drawn in the intermediate buffer is drawn in the frame buffer.

7. (Currently Amended) A game system performing image generation, comprising:

a memory which stores a program and data for image generating; and

at least one processor which is connected to the memory and performs processing for image generating, the processor comprising:

a geometry-processing section which performs three-dimensional perspective transformation on an object being set in an object space specified in a three-dimensional space including calculation of three-dimensional shape data for the object;

an intermediate buffer drawing section which temporarily draws an image of a geometry-processed object in an intermediate buffer in place of drawing the image in a frame buffer using three-dimensional viewpoint information provided in the three-dimensional object space and the three-dimensional shape data calculated by the geometry-processing section;

a frame buffer drawing section which draws the image of the geometry-processed object drawn in the intermediate buffer from the intermediate buffer into the frame buffer ;
and

an image synthesizing section which synthesizes ~~an~~at least one image drawn in the intermediate buffer with ~~another~~an image drawn in the frame buffer at a previous frame before the image drawn in the intermediate buffer is drawn in the frame buffer.

8. (Currently Amended) A game system performing image generation, comprising:

a memory which stores a program and data for image generating; and

at least one processor which is connected to the memory and performs processing for image generating, the processor comprising:

a geometry-processing section which performs three-dimensional perspective transformation on an object being set in an object space specified in a three-dimensional space including calculation of three-dimensional shape data for the object;

an intermediate buffer drawing section which temporarily draws an image of a geometry-processed object in an intermediate buffer in place of drawing the image in a frame buffer using three-dimensional viewpoint information provided in the three-dimensional

object space and the three-dimensional shape data calculated by the geometry-processing section; and

a frame buffer drawing section which draws the image of the geometry-processed object drawn in the intermediate buffer from the intermediate buffer into the frame buffer,

wherein the intermediate buffer drawing section draws the image of the geometry-processed object in the intermediate buffer ~~only at a discrete subset of all frames~~ at a rate slower than a frame rate at which an image is drawn in the frame buffer.

9. (Previously Presented) The game system according to claim 8,

wherein when the images of plural geometry-processed objects are drawn in the intermediate buffer, the intermediate buffer drawing section draws an image of a K-th object in the intermediate buffer at a N-th frame and draws an image of a L-th object in the intermediate buffer at a (N+1)-th frame without drawing the image of a new K-th object in the intermediate buffer.

10-13. (Canceled)

14. (Currently Amended) A computer program embodied on an information storage medium, the program comprising a processing routine for a computer to realize:

a geometry-processing section which performs three-dimensional perspective transformation on an object being set in an object space specified in a three-dimensional space including calculation of three-dimensional shape data for the object;

an intermediate buffer drawing section which temporarily draws an image of ~~asome of a plurality of geometry-processed object~~ objects in an intermediate buffer in place of drawing the image in a frame buffer using three-dimensional viewpoint information provided in the three-dimensional object space and the three-dimensional shape data calculated by the geometry-processing section;

a frame buffer drawing section which draws the image of the geometry-processed ~~object~~objects drawn in the intermediate buffer from the intermediate buffer and draws the image of remaining ones of the plurality of geometry-processed objects into the frame buffer; and

an image effect section which performs a given image effect processing on the image on the intermediate buffer before the image drawn in the intermediate buffer is drawn in the frame buffer.

15. (Currently Amended) A computer program embodied on an information storage medium, the program comprising a processing routine for a computer to realize:

a geometry-processing section which performs three-dimensional perspective transformation on an object being set in an object space specified in a three-dimensional space including calculation of three-dimensional shape data for the object;

an intermediate buffer drawing section which temporarily draws an image of a geometry-processed object in an intermediate buffer in place of drawing the image in a frame buffer using three-dimensional viewpoint information provided in the three-dimensional object space and the three-dimensional shape data calculated by the geometry-processing section;

a frame buffer drawing section which draws the image of the geometry-processed object drawn in the intermediate buffer from the intermediate buffer into the frame buffer; and

an image synthesizing section which synthesizes ~~an~~the image of the object drawn in the intermediate buffer at a present frame with ~~another~~a different representation of the same image drawn in the intermediate buffer at a past frame before the image drawn in the intermediate buffer is drawn in the frame buffer.

16. (Currently Amended) A computer program embodied on an information storage medium, the program comprising a processing routine for a computer to realize:

a geometry-processing section which performs three-dimensional perspective transformation on an object being set in an object space specified in a three-dimensional space including calculation of three-dimensional shape data for the object;

an intermediate buffer drawing section which temporarily draws an image of a geometry-processed object in an intermediate buffer in place of drawing the image in a frame buffer using three-dimensional viewpoint information provided in the three-dimensional object space and the three-dimensional shape data calculated by the geometry-processing section;

a frame buffer drawing section which draws the image of the geometry-processed object drawn in the intermediate buffer from the intermediate buffer into the frame buffer; and

an image synthesizing section which synthesizes ~~an~~ at least one image drawn in the intermediate buffer with ~~another~~ an image drawn in the frame buffer at a previous frame before the image drawn in the intermediate buffer is drawn in the frame buffer.

17. (Currently Amended) A computer program embodied on an information storage medium, the program comprising a processing routine for a computer to realize:

a geometry-processing section which performs three-dimensional perspective transformation on an object being set in an object space specified in a three-dimensional space including calculation of three-dimensional shape data for the object;

an intermediate buffer drawing section which temporarily draws an image of a geometry-processed object in an intermediate buffer in place of drawing the image in a frame buffer using three-dimensional viewpoint information provided in the three-dimensional

object space and the three-dimensional shape data calculated by the geometry-processing section; and

a frame buffer drawing section which draws the image of the geometry-processed object drawn in the intermediate buffer from the intermediate buffer into the frame buffer,

wherein the intermediate buffer drawing section draws the image of the geometry-processed object in the intermediate buffer ~~only at a discrete subset of all frames~~ at a rate slower than a frame rate at which an image is drawn in the frame buffer.

18. (Previously Presented) The program according to claim 17,

wherein when the images of plural geometry-processed objects are drawn in the intermediate buffer, the intermediate buffer drawing section draws an image of a K-th object in the intermediate buffer at a N-th frame and draws an image of a L-th object in the intermediate buffer at a (N+1)-th frame without drawing the image of a new K-th object in the intermediate buffer.

19-22. (Canceled)

23. (Currently Amended) An image generation method for generating an image, comprising:

geometry-processing to perform three-dimensional perspective transformation on an object being set in an object space specified in a three-dimensional space including calculation of three-dimensional shape data for the object;

temporarily drawing an image of some of a plurality of geometry-processed ~~object~~objects in an intermediate buffer in place of drawing the image in a frame buffer using three-dimensional viewpoint information provided in the three-dimensional object space and the three-dimensional shape data calculated by the geometry-processing section; and

drawing the image of the geometry-processed ~~object~~objects drawn in the intermediate buffer from the intermediate buffer and drawing the image of remaining ones of the plurality of geometry-processed objects into the frame buffer,

wherein a given image effect processing on the image on the intermediate buffer is performed before the image drawn in the intermediate buffer is drawn in the frame buffer.

24. (Currently Amended) An image generation method for generating an image, comprising:

geometry-processing to perform three-dimensional perspective transformation on an object being set in an object space specified in a three-dimensional space including calculation of three-dimensional shape data for the object;

temporarily drawing an image of a geometry-processed object in an intermediate buffer in place of drawing the image in a frame buffer using three-dimensional viewpoint information provided in the three-dimensional object space and the three-dimensional shape data calculated by the geometry-processing section; and

drawing the image of the geometry-processed object drawn in the intermediate buffer from the intermediate buffer into the frame buffer,

wherein ~~an~~the image of the object drawn in the intermediate buffer at a present frame is synthesized with ~~another~~a different representation of the same image drawn in the intermediate buffer at a past frame before the image drawn in the intermediate buffer is drawn in the frame buffer.

25. (Currently Amended) An image generation method for generating an image, comprising:

geometry-processing to perform three-dimensional perspective transformation on an object being set in an object space specified in a three-dimensional space including calculation of three-dimensional shape data for the object;

temporarily drawing an image of a geometry-processed object in an intermediate buffer in place of drawing the image in a frame buffer using three-dimensional viewpoint information provided in the three-dimensional object space and the three-dimensional shape data calculated by the geometry-processing section; and

drawing the image of the geometry-processed object drawn in the intermediate buffer from the intermediate buffer into the frame buffer,

wherein ~~an~~ at least one image drawn in the intermediate buffer is synthesized with ~~another~~ an image drawn in the frame buffer at a previous frame before the image drawn in the intermediate buffer is drawn in the frame buffer.

26. (Currently Amended) An image generation method for generating an image, comprising:

geometry-processing to perform three-dimensional perspective transformation on an object being set in an object space specified in a three-dimensional space including calculation of three-dimensional shape data for the object;

temporarily drawing an image of a geometry-processed object in an intermediate buffer in place of drawing the image in a frame buffer using three-dimensional viewpoint information provided in the three-dimensional object space and the three-dimensional shape data calculated by the geometry-processing section; and

drawing the image of the geometry-processed object drawn in the intermediate buffer from the intermediate buffer into the frame buffer,

wherein the image of the geometry-processed object in the intermediate buffer is drawn ~~only at a discrete subset of all frames~~ at a rate slower than a frame rate at which an image is drawn in the frame buffer.

27. (Previously Presented) The image generation method according to claim 26, wherein when the images of plural geometry-processed objects are drawn in the intermediate buffer, an image of a K-th object in the intermediate buffer is drawn at a N-th frame and an image of a L-th object in the intermediate buffer is drawn at a (N+1)-th frame without drawing a new image of the K-th object in the intermediate buffer.